

other instructions related to steps described herein, instructions for one or more games played on the gaming machine, etc.

[0114] Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to machine-readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks; magneto-optical media such as floptical disks; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). The invention may also be embodied in a carrier wave traveling over an appropriate medium such as airwaves, optical lines, electric lines, etc. Examples of program instructions include both machine code, such as produced by a compiler, and files containing higher-level code that may be executed by the computer using an interpreter.

[0115] The processing system may offer any type of primary game, bonus round game or other game. In one embodiment, a gaming machine permits a player to play two or more games on two or more display screens at the same time or at different times. For example, a player can play two related games on two of the display screens simultaneously. In another example, once a player deposits currency to initiate the gaming device, the gaming machine allows a person to choose from one or more games to play on different display screens. In yet another example, the gaming device can include a multi-level bonus scheme that allows a player to advance to different bonus rounds that are displayed and played on different display screens.

[0116] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. Therefore, the present examples are to be considered as illustrative and not restrictive, and the invention is not to be limited to the details given herein, but may be modified within the scope of the appended claims.

What is claimed is:

1. A gaming machine comprising:

- a cabinet defining an interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components within or about the interior region;
- a display device, disposed within or about the interior region, configured to output a visual image in response to a control signal; and
- at least one processor configured to execute instructions, from memory, that
 - a) permit game play, on the gaming machine and using the display device, of a game of chance with multiple video reels displayed by the display device, and
 - b) display video data, on the display device, that includes one or more simulated visible mechanical imperfections of a mechanical reel in a gaming machine.

2. The gaming machine of claim 1 wherein the one or more simulated visible mechanical imperfections include a dynamic imperfection and the output video data includes simulated motion of a video reel.

3. The gaming machine of claim 2 wherein the visible mechanical imperfection includes jitter in a direction orthogonal to a direction of spin for the mechanical reel and the output video data includes simulated jitter of the video reel, or a portion thereof, in a direction orthogonal to a direction of spin for the video reel.

4. The gaming machine of claim 3 wherein the simulated jitter includes periodic jitter corresponding to a rotational speed for the video reel.

6. The gaming machine of claim 2 wherein the visible mechanical imperfection includes reel kick-back in a direction opposite to a direction of spin for the mechanical reel and the output video data includes simulated kick-back of the video reel in a direction opposite to a direction of spin for the video reel.

7. The gaming machine of claim 6 wherein the simulated kick-back occurs after the video reel stops spinning in the direction of spin.

8. The gaming machine of claim 6 wherein the simulated kick-back occurs before the video reel starts spinning in the direction of spin.

9. The gaming machine of claim 2 wherein the visible mechanical imperfection includes dynamic randomness and the output video data includes random motion of the video reel.

10. The gaming machine of claim 1 further including a second display device arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device.

11. The gaming machine of claim 11 wherein the second display device is arranged distal to the person relative to the first display device.

12. A gaming machine comprising:

- a cabinet defining an interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components within or about the interior region;
- a first display device, disposed within or about the interior region, configured to output a visual image in response to a control signal and including one or more controllably transparent portions;
- a second display device, arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device; and
- at least one processor configured to execute instructions, from memory, that
 - a) permit game play, on the gaming machine and using the second display device, of a game of chance with multiple video reels displayed by the second display device, and
 - b) display video data, on the second display device, that includes one or more simulated visible mechanical imperfections of a mechanical reel in a gaming machine.

13. The gaming machine of claim 12 wherein the one or more simulated visible mechanical imperfections include a dynamic imperfection and the output video data includes simulated motion of a video reel.

14. The gaming machine of claim 13 wherein the visible mechanical imperfection includes jitter in a direction orthogonal to a direction of spin for the mechanical reel and